# PERFORMING ARTS PROGRAMS



#### Tell A Joke! Tell A Story!

Suggested Ages High School

Suggested Reading The True Story of the 3 Little Pigs by Jon

Scieszka Joke Books

Websites www.tampastory.org/tsf\_manual.htm#intro

Tampa-Hillsborough County Storytelling Festival <a href="https://www.kn.pacbell.com/wired/fil/pages/liststorytelma.">www.kn.pacbell.com/wired/fil/pages/liststorytelma.</a>

html Netting Storytelling Resources

Displays Variety of folktales, fractured fairytales, poetry

collections, short stories, legends, fables, myths,

etc.

Program Introduce the art of storytelling. A joke can be

used as an example of a short, funny story and can start the program with a bit of humor. You may want to invite a local storyteller to speak. Using the handout provided at the above website as a guide, provide an overview of storytelling. Begin by discussing the different parts of the story: the introduction, the middle, the climax and the resolution. Folktales are easiest to learn and tell because they began in the oral tradition. For a single program ask the participants to share a story with several characters and act them out. For a series, provide opportunities to review and select stories, practice sessions, and coaching. Videotape presenters and allow them to see themselves in action. Provide a storytelling "festival", allowing participants to share their stories with an audience, or select a few to share their stories with your storytime groups. Observe their selections as some stories are appropriate for different age groups. Have two or more work together to tell the story as a group using The True Story of the Three Little Pigs as an example. One can tell the part of the wolf while the other(s)

tell the parts of the pigs.

## Puppets Alive!

Suggested Ages Jr. High and High School

Suggested Reading The Complete Book of Puppets and Puppeteering

by Robert Hanford and Ted Enik

Making Puppets Come Alive by Larry Engler and

Carol Fijan

The Complete Book of Puppetry by George

Latshaw

Suggested Websites www.puppetuniverse.com/puppet-alive.php

www.axtell.com/manip.html

www.sagecraft.com

www.legendsandlore.com/scripts.html

Materials Needed 1 sock puppet per teen

Tape or CD with popular music

Puppet Screen (Optional)

Program Warm Up Exercise: While wiggling all of your

fingers slowly count to 10; shake your hands. Slowly circle your hands at the wrists 5 times in each direction. Move your shoulders up and down slowly 10 times. Finally, make big arm circles 5 times in each direction. Shake your arms out and

you are ready to begin.

Puppet Talk: (no puppets yet!) Bend your arm at the elbow so that your elbow is by your side and your hand is toward your shoulder. Bend hand at the wrist with 4 fingers together above the thumb. Have your wrist slightly pointed toward the floor. This will give your puppet better eye contact. When your puppet talks you will open your hand and slightly push it forward like you are pushing the words out. Then pull your hand back to starting position and close the hand. Now count to 10, slowly, and when you say each number, open your hand and move it forward at the same time. At the end of each number bring your hand back toward you and close it. This gives the puppet action while talking. If a word has 2 syllables, open the hand on the first syllable and close it on the second. Practice counting and moving your hand all the way to 50, speeding up the pace

when you get to 30. Then use your other hand and do the same thing. The reason for this is that

sometimes you will have to use a puppet in the other hand. Again, make sure your hand is slightly pointed down.

Now you are ready to put the sock puppet on. Once it is on, practice the above exercise of counting, but only go to 30. Switch hands and repeat.

The next step is to practice with nursery rhymes, since most teens will remember them from early childhood. Humpty Dumpty or Jack and Jill would be good ones to start with. Say them very slowly the first time and remember to open the puppet's mouth when you talk and have it closed when not talking. Repeat the rhyme a little faster this time. Put a popular song on the tape player and have your puppet "lip-sync" to the song. Practice several times.

Next, try using a very high voice to say a nursery rhyme. Make sure you can be understood and heard in the back of the room. Try a deep voice. Try different accents. Finally, team up with a partner. One of you will use a high voice and the other a low one. Say the nursery rhyme alternating lines. The puppet that is speaking should be the only one moving. Other puppets may nod but should not be moving around. Turn your puppet to the one it is talking or listening to. This is so everyone knows who to look at. If both you and the puppet are visible, look at it when it is speaking.

Eye contact is very important with puppets. Practice looking at different things. Look up and down, toward the door, around someone, tilt the head as if looking sideways or try doing a double take.

Always keep the puppet at the same level while on stage. Don't let your arm sink because it is tired. You may end up with only the head sticking out by the end of the play! Don't bend the puppet forward too much or it will look like it is going to fall on the audience.

### **Clowning Around**

Suggested Ages High School

Suggested Reading <u>Strutter's Complete Guide To Clown Make-Up</u> by

Jim Roberts

Balloon Animals by Aaron Flanders

More Balloon Animals by Aaron Flanders

Juggling 1-2-3 by Henrik Lind

Be a Clown!: Techniques from a Real Clown by

Ron Burgess

Suggested Websites <u>www.clownsofamerica.org/</u> Clowns of America

International. Contains history of clowning

information.

www.nationalclownweek.com National Clown

Week is the first week in August.

Displays Circus-theme, balloons, tents, bright colors.

Materials Needed Face paint, small balls for juggling, balloons for

balloon sculpture (regular balloons are more difficult and sometimes impossible to work with).

Program Play circus music such as Circus Music from the

Bigtop. Invite a guest clown to demonstrate and explain techniques while performing. Using the book, Be A Clown! Techniques from a Real Clown, review and practice simple pantomime, magic tricks and techniques. Review the history of clowning and read about famous clowns in encyclopedias for concise information. If the participants really get into the program, allow them to showcase their talents at a children's

program.

#### **Teen Talent Show**

Suggested Ages Jr. High and High School

Suggested Reading Who Says I Can't by Mary C. Ryan

Cheating Lessons by Nan Willard Cappo

Luckie Star by Ann Waldron

Suggested Websites <u>www.ci.escondido.ca.us/library/teens/talentshow.</u>

<u>html</u>

Displays Display materials that encourage different talents:

magic books, sheet music, photography, singing,

dance steps, plays, monologues for teens,

famous speeches and poetry

Program This program gives teens the chance to share

their talents, bringing families and friends into the library. You could use this as a mid-summer event or a finale for the summer reading club. Announce at the beginning of the summer that your library is holding a talent show. The following is adapted from Eau Claire, WI's talent show promotion:

"Got a Hidden Talent? Prove it @ your library! Attention all teenage bands, singers, dancers, magicians, gymnasts, comedians or whatever. Enter the \_\_\_\_\_ Talent Show at the library and see if you've got what it takes to make the cut. Winners will receive prizes as well as the adoration of all of their friends, relatives and

residents of Any Town, TN!"

Teens could also show off their artistic, writing or dramatic talents. Once you decide on the date and time, decide what the prizes will be, and decide what categories and type of talents would be popular in your community. Involve some nonperforming, fair-minded teens as judges. Have the participants register at least 2 weeks before, so you know how many to expect. You may even have them audition. Some may need a changing room or equipment for their act. Set a time limit.

For prizes try cash (it could happen), gift certificates or if you have a local playhouse, perhaps they would donate tickets. A cast party or certificate for all performers after the show would be fun as well.